

### IN THE CLAIMS

Please amend the claims as follows.

1. (Currently Amended) A method to facilitate translation of communications between entities over a network, said method comprising:

communicating a plurality of predetermined language constructs including a first language construct to a first entity as a first transmission over said network;

~~retrieving entity information relating to a second entity based on an identifier of said second entity selected by said first entity;~~

responsive to receipt of a selection by said first entity of ~~[[a]]~~ said first language construct of said plurality of predetermined language constructs, identifying a translated language construct corresponding to said ~~selected~~ first language construct, said identifying ~~based on the entity information relating to the second entity and said selected language construct~~ further comprises:

retrieving entity information relating to said second entity based on an identifier of said second entity selected by said first entity; and

retrieving said translated language construct from a table based on said entity information and said first language construct; and

communicating said translated language construct to said second entity as a second transmission over said network; ~~said selected language construct is a predetermined question that is asked by said first entity, said translated language construct is a translation of said predetermined question that is identified responsive to receipt of said selection by said first entity, said translated language construct is generated and stored, and said correspondence to said selected language construct is defined, prior to communication of said plurality of language constructs to said first entity as said first transmission.~~

2. (Original) The method according to claim 1, further comprising communicating a plurality of interactive fields to said second entity in said second transmission to allow said second entity to interact with at least one interactive field of said plurality of interactive fields in response to said translated language construct.
3. (Canceled)
4. (Previously Presented) The method according to claim 2, wherein said entity information further comprises a language preference of said second entity.
5. (Currently Amended) The method according to claim 1, wherein said first language construct is a [[said]] predetermined question that is asked by said first entity in an electronic commerce transaction over said network.
6. (Original) The method according to claim 1, wherein said first transmission is a Hyper Text Markup Language (HTTP) message.
7. (Original) The method according to claim 1, wherein said second transmission is an electronic mail message.
8. (Previously Presented) The method according to claim 2, wherein said identifier of said second entity is an electronic mail address of said second entity.
9. (Canceled)
10. (Original) The method according to claim 1, further comprising, at a network-based transaction facility, storing said plurality of predetermined language constructs and an associated plurality of translated language constructs so as to define a correspondence between each language construct of said plurality of predetermined language constructs and at least one associated translated language construct of said plurality of translated language constructs.

11. (Original) The method according to claim 10, wherein said storing is so as to define a correspondence between a set of said plurality of translated language constructs, each translated language construct of said set comprising a predetermined translation of a common underlying language construct.

12. (Currently Amended) A machine-readable medium storing executable instructions, which, when executed in a processing system, cause said processing system to perform a method to facilitate translation of communications between entities over a network, said method comprising:

communicating a plurality of predetermined language constructs including a first language construct to a first entity as a first transmission over said network;

~~retrieving entity information relating to a second entity based on an identifier of said second entity selected by said first entity;~~

responsive to receipt of a selection by said first entity of ~~[[a]]~~ said first language construct of said plurality of predetermined language constructs, identifying a translated language construct corresponding to said ~~selected~~ first language construct, said identifying ~~based on the entity information relating to the second entity and said selected language construct~~ further comprises:

retrieving entity information relating to said second entity based on an identifier of said second entity selected by said first entity; and

retrieving said translated language construct from a table based on said entity information and said first language construct; and

communicating said translated language construct to said second entity as a second transmission over said network, ~~said selected language construct is a predetermined question that is asked by said first entity, said translated language construct is a translation of said predetermined question that is identified responsive to receipt of said selection by said first entity, said translated language construct is generated and stored, and said correspondence to said selected language construct is defined, prior to communication of said plurality of language constructs to said first entity as said first transmission.~~

13. (Original) The computer readable medium according to claim 12, wherein said method further comprises communicating to a plurality of interactive fields to said second entity in said second transmission to allow said second entity to interact with at least one interactive field of said plurality of interactive fields in response to said translated language construct.

14. (Canceled)

15. (Previously Presented) The computer readable medium according to claim 13, wherein said entity information further comprises a language preference of said second entity.

16. (Currently Amended) The computer readable medium according to claim 12, wherein said first language construct is a [[said]] predetermined question that is asked by said first entity in an electronic commerce transaction over said network.

17. (Original) The computer readable medium according to claim 12, wherein said first transmission is a Hyper Text Markup Language (HTTP) message.

18. (Original) The computer readable medium according to claim 12, wherein said second transmission is an electronic mail message.

19. (Previously Presented) The computer readable medium according to claim 13, wherein said identifier of said second entity is an electronic mail address of said second entity.

20. (Canceled)

21. (Original) The computer readable medium according to claim 12, wherein said method further comprises, at a network-based transaction facility, storing said plurality of predetermined language constructs and an associated plurality of translated language constructs so as to define a correspondence between each language construct of said plurality of predetermined language constructs and at least one associated translated language construct of said plurality of translated language constructs.

22. (Original) The computer readable medium according to claim 12, wherein said storing is so as to define a correspondence between a set of said plurality of translated language constructs, each translated language construct of said set comprising a predetermined translation of a common underlying language construct.

23. (Currently Amended) A system to facilitate translation of communications between entities over a network, said system comprising:

means for communicating a plurality of predetermined language constructs including a first language construct to a first entity as a first transmission over said network;

~~means for retrieving entity information relating to a second entity based on an identifier of said second entity selected by said first entity;~~

means for identifying a translated language construct corresponding to ~~[[a]]~~ said first language construct selected from said plurality of predetermined language constructs, ~~said identifying based on the entity information relating to the second entity and said selected language construct,~~ said identifying responsive to receipt of said selection by said first entity of said ~~selected~~ first language construct of said plurality of predetermined language constructs, said identifying further comprises:

retrieving entity information relating to said second entity based on an identifier of said second entity selected by said first entity; and

retrieving said translated language construct from a table based on said entity information and said first language construct; and

means for communicating said translated language construct to said second entity as a second transmission over said network, ~~said selected language construct is a predetermined question that is asked by said first entity, said translated language construct is a translation of said predetermined question that is identified responsive to receipt of said selection by said first entity, said translated language construct is generated and stored, and said correspondence to said selected language construct is defined, prior to communication of said plurality of language constructs to said first entity as said first transmission.~~

24. (Original) The system according to claim 23, further comprising means for communicating a plurality of interactive fields to said second entity in said second transmission to allow said second entity to interact with at least one interactive field of said plurality of interactive fields in response to said translated language construct.

25. (Canceled)

26. (Previously Presented) The system according to claim 24, wherein said entity information further comprises a language preference of said second entity.

27. (Currently Amended) The system according to claim 23, wherein said first language construct is a [[said]] predetermined question that is asked by said first entity in an electronic commerce transaction over said network.

28. (Previously Presented) The system according to claim 23, wherein said first transmission is a Hyper Text Markup Language (HTTP) message.

29. (Original) The system according to claim 23, wherein said second transmission is an electronic mail message.

30. (Previously Presented) The system according to claim 24, wherein said identifier of said second entity is an electronic mail address of said second entity.

31. (Cancelled)

32. (Original) The system according to claim 23, further comprising, at a network-based transaction facility, means for storing said plurality of predetermined language constructs and an associated plurality of translated language constructs so as to define a correspondence between each language construct of said plurality of predetermined language constructs and at least one associated translated language construct of said plurality of translated language constructs.

33. (Original) The system according to claim 32, wherein said storing is so as to define a correspondence between a set of said plurality of translated language constructs, each translated language construct of said set comprising a predetermined translation of a common underlying language construct.

34. (Currently Amended) A system to facilitate translation of communications between entities over a network, said system comprising:

a communications server to communicate a plurality of predetermined language constructs that includes a first language construct to a first entity as a first transmission over said network;

a processing server to ~~retrieve entity information relating to a second entity based on an identifier of said second entity selected by said first entity and to identify a translated language construct corresponding to [[a]] said first language construct selected from said plurality [[or]] of predetermined language constructs, said identifying based on the entity information relating to the second entity and said selected language construct,~~ said processing server to identify ~~identifying~~ responsive to a receipt of said selection by said first entity of said first language construct, said processing server to identify the translated language construct further comprises:

said processing server to retrieve entity information relating to said second entity based on an identifier of said second entity selected by said first entity,

said processing server to retrieve said translated language construct from a table based on said entity information and said first language construct;

said communication server further to communicate said translated language construct to said second entity as a second transmission over said network, ~~said selected language construct is a predetermined question that is asked by said first entity, said translated language construct is a translation of said predetermined question that is identified responsive to said selection by said first entity, said translated language construct is generated and stored, and said correspondence to said selected language construct is defined, prior to communication of said plurality of language constructs to said first entity as said first transmission.~~

35. (Original) The system according to claim 34, wherein said communications server further communicates a plurality of interactive fields to said second entity in said second transmission to allow said second entity to interact with at least one interactive field of said plurality of interactive fields in response to said translated language construct.

36. (Canceled)

37. (Previously Presented) The system according to claim 35, wherein said entity information further comprises a language preference of said second entity.

38. (Currently Amended) The system according to claim 34, wherein said first language construct is a predetermined question that is asked by said first entity in an electronic commerce transaction over said network.

39. (Original) The system according to claim 34, wherein said first transmission is a Hyper Text Markup Language (HTTP) message.

40. (Original) The system according to claim 34, wherein said second transmission is an electronic mail message.



41. (Previously Presented) The system according to claim 34, wherein said identifier of said second entity is an electronic mail address of said second entity.

42. (Canceled)

43. (Original) The system according to claim 34, wherein, at a network-based transaction facility, said processing server further stores said plurality of predetermined language constructs and an associated plurality of translated language constructs so as to define a correspondence between each language construct of said plurality of predetermined language constructs and at least one associated translated language construct of said plurality of translated language constructs.

44. (Original) The system according to claim 43, wherein said storing by said processing server is so as to define a correspondence between a set of said plurality of translated language constructs, each translated language construct of said set comprising a predetermined translation of a common underlying language construct.

45. (Currently Amended) The method of claim [[1]] 5, wherein said predetermined question is translated responsive to said selection of said first entity by retrieving said translated language construct from a table that includes a plurality translated language constructs of said predetermined question that are respectively translated into different languages.

46. (Previously Presented) The method of claim 45, wherein the second transmission includes a plurality of interactive fields to allow said second entity to respond to said predetermined question that is asked by said first entity.

47. (Previously Presented) The method of claim 46, wherein said plurality of interactive fields includes a first interactive field, wherein said first interactive field includes a drop down list that contains a second plurality of predetermined language constructs that respectively respond to said predetermined question and are respectively translated into a second language based on a language preference of said second entity.

48. (Previously Presented) The method of claim 47, further including receiving a reply message from said second entity that includes a selection of the said second entity from said first interactive field, said selection of the second entity including a response from said second entity to said predetermined question that is asked by said first entity.